

## RESORT POKER LEAGUE

### RULES OF PLAY

Can you sit with the best?

RESORT POKER LEAGUE HAS SET FORTH IN THIS SECTION OUR RULES OF PLAY. WE WANT THIS TO BE A FUN ENVIRONMENT TO PLAY TEXAS HOLD-EM, BUT WE ALSO UNDERSTAND THE NEED TO HAVE RULES TO GOVERN THE PLAY AS WELL AS THE OVERALL BEHAVIOR OF OUR PARTICIPANTS. WE ASK THAT YOU ACQUAINT YOURSELF WITH THESE RULES SO AS TO MAKE OUR LEAGUE A MUCH BETTER PLACE TO PLAY FOR ALL.

AS A REMINDER, WE HAVE HEARD MANY PLAYER SPEAK ABOUT “CASINO RULES” DURING OUR DIFFERENT VENUES AS A MEANS OF POINTING OUT WHAT THEY FEEL ARE ACCEPTABLE TEXAS HOLD-EM RULES OF PLAY. THIS IS A PARTIAL MYTH BECAUSE HYPOTHETICALLY CASINOS ALL ADOPT THEIR OWN RULES OF PLAY WHICH COULD VARY FROM CASINO TO CASINO.

RESORT POKER LEAGUE HAS FUNDAMENTALLY ADOPTED THE TOURNAMENT DIRECTORS ASSOCIATION RULES AS OUR RULES OF PLAY, AND HAVE ADDED ADDITIONAL/ADDENDUM RPL RULES RESORT POKER LEAGUE HAS ADOPTED THE COMPLETE LISTING OF TDA RULES FOR FLOP GAMES, WITH PARTICULAR EMPHASIS ON THE FOLLOWING RULES:

TDA 3 – Side Pots – Each side pot will be split as a separate pot. They will not be mixed together before they are split.

TDA 6 – Penalties – A penalty MAY be invoked if a player exposes any card with action pending, if a card(s) goes off the table, if soft-play occurs, or similar incidents take place. Penalties WILL be invoked in cases of abuse, disruptive behavior, cheating, or similar incidents.

RPL Addendum 1 – TD's (only) can invoke the following penalties to the degree that they decide based upon the infraction:

1st Offense – 10 minute removal from table/forfeit 1,000 chips.

2nd Offense – 20 minute removal from table/forfeit 2,500 chips.

3rd Offense – Total removal from table/forfeit all remaining chips.

TDA 9 – All cards will be turned face up once a player is all in and all action is complete.

TDA 12 – A draw for the button will be held at the beginning of each event, as well as when a table receives at least three (3) new players at a table.

TDA 15 – A player who wants to use a cellular phone must step away from the table.

TDA 20 – Players must keep their highest denomination chips visible at all times.

TDA 22 – No rabbit hunting is allowed.

TDA 24 – All chips must be visibly displayed at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of play from the tournament.

TDA 28 – If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his money back, an exception would be if a player raised and his raise had not been called yet, he would be entitled to receive his raise back.

TDA 29 – Dealers cannot kill a winning hand that was turned face up and was obviously the winning hand.

TDA 30 – Verbal declarations in turn are binding. Action out of turn may be binding.

TDA 35 – Players, whether in the hand or not, may not discuss the hands until the action is complete. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities is not allowed. A penalty may be given for discussion of hands during the play.

TDA 36 – A player who exposes his cards during the play may incur a penalty, but will not have his hand killed.

**IN THE SPIRIT OF FAIR PLAY AND CREATING A FUN ENVIRONMENT FOR ALL OF OUR PLAYERS, RESORT POKER LEAGUE HAS OUTLINED THE ADDITIONAL RULES SPECIFIC TO OUR LEAGUE WHICH ALSO GOVERN PLAY AND SPECIFIC GUIDELINES FOR PLAYER BEHAVIOR:**

RPL 1 – Care Of Equipment – We urge all of our players to take care of the poker equipment that we are playing on. RPL has made a substantial investment in providing this equipment, we ask that you help us make it last! For example, in most cases, our poker table tops do not match exactly the size of the tables that they are on. So please, no leaning on the table tops when there is nothing underneath to support them (we have actually had table tops and/or plastic trays snap by players leaning on them). Take care of the playing cards, chips, etc. as well, thank you!

RPL 2 – No Gambling – No gambling of any kind will be permitted during our play, this is clearly against the law. We also ask that no currency be displayed at our tables as well.

RPL 3 – No Cheating - Any player who is found cheating (as hard as that might be to believe in free poker!) shall be immediately suspended from play at all RPL events for a period of six (6) months, no exceptions.

RPL 4 – Abusive/Threatening Behavior - Players who are observed using excessive foul language, or berating other players for their play, or being abusive to other players, or in general behaving in a way that makes it unpleasant for other players, shall immediately be removed from play and will be suspended from all future RPL events for a period of no less than one (1) week.

RLL 5 – Age Requirements For Play – Our suggested minimum age of play is 21. We will however accept players with a minimum age of 18 for routine nightly events. For all Venue Championship, Spring and Fall Invitational and “Promo Tournaments, the minimum age requirement shall revert back to 21, no exceptions.

RPL 6 – Misdeals/Exposed Cards – If a card is flipped over during the initial deal, than that card becomes the burn card – the player that was to receive that card will be skipped in the initial deal until all cards have been dealt, then that player will receive the last card dealt and the exposed card will then officially become the first burn card. If any player claims to have observed cards that are being dealt down, then a misdeal can be called. If, during the course of dealing the community cards, a card is prematurely exposed prior to a complete round of betting taking place, than the exposed card is returned to the deck, the deck is reshuffled, the next community card is turned over and betting resumes at the beginning/first to act point.

RPL 7 – Requirements To Be At The Table – If a player is not at his seat prior to the time that their 2nd hole card arrives, they are not permitted to participant in that round of play. The exception would be if a player is in the big blind position – that player would need to be back to their seat prior to another player making a raise, otherwise their hand is still active.

RPL 8 – Card Mucking – If a player throws their cards face down into the stack of other folded cards, than their hand is mucked/dead. Please make every effort to accommodate a player who might muck their cards based on incorrect information being given to them, provided that their retrieved/mucked cards can be clearly identified.

RPL 9 – Heads-Up Play - As heads up play begins, the dealer is selected by making sure that no player is allowed to be big blind two hands in a row. The dealer is then the small blind and first to act pre-flop, he is then second to act after the flop as well as in ensuing play.

RPL 10 – Moving Players/Selecting Dealers – TD's will move players during a game to the same or close to the same position of the table that that player just departed. When three (3) or more players are moved to a table, that table must pick cards again to assign a new dealer (first ace picked is the dealer). When a game starts, dealers are selected by picking from a deck of face-down cards spread across the table (first ace picked is the dealer).

RPL 11 – Leaving A Game Early – If a player needs to depart a game prior to the conclusion of the game, that player needs to turn their chips over to the TD, who will remove those chips from the game.

RPL 12 – Overall TD Authority – The assigned TD needs to decide on all calls during a game. Their authority in that regard needs to be consistent with the rules as outlined above, but in areas of questionable calls, they have complete authority to make a binding call.

THANK YOU AGAIN FOR COMING OUT TO PLAY AT RPL, SEE YOU OUT THERE!

CAROL A. CHIDESTER, VP, RESORT POKER LEAGUE